**WHAT IS CLAIMED IS:**

1.      A method for training a learner to learn and memorize one or more unfamiliar learning entities, the learning entity having one or more learning elements, the method comprising:

presenting one or more unfamiliar learning entities to the learner in a contextual presentation;

requesting the learner to memorize the unfamiliar learning entities for one or more times in view of the contextual presentation;

presenting the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being expected to be filled in by the learner to complete the contextual presentation so as to prove that the learner has memorized the learning entities;

monitoring each learning element of the learning entity provided by the learner;

evaluating each learning element in response to the learning element provided by the learner before the learner completes each  learning entity; and

providing a visual feedback in real time to the learner indicating incorrectness of the provided learning element.

2.      The method of claim 1 further comprising, if a first learning element is evaluated to be incorrect, prohibiting the learner from providing a second learning element subsequent to the first learning element.

3.      The method of claim 1 further comprising hinting the learner by providing a starting learning element of one or more selected learning entities in

the contextual presentation if the learner can not recall the learning entities and chooses to ask for a hint.

4.     The method of claim 3 further comprising hinting the learner by providing one or more additional learning elements of the one or more selected learning entities.

5.     The method of claim 1 further comprising allowing the learner to identify one or more learning entities for receiving a hint thereof if the learner can not recall the identified learning entities.

6.     The method of claim 1 further comprising hinting the learner by providing one or more learning elements of the one or more identified learning entities.

7.     The method of claim 1 wherein the learning entity is a word and the learning element is a character.

8.     The method of claim 1 wherein the learning entity is a alphanumerical group and the learning element is an alphabet, a numeral, or a symbol.

9.     The method of claim 1 wherein the providing a visual feedback includes highlighting the provided learning element that is evaluated to be incorrect.

10.     The method of claim 1 wherein the contextual presentation is in a question and answer form in which the learning entities are in the answer.

11.     A method for training a learner to learn and memorize one or more keywords pertaining to unfamiliar subjects, the method comprising:

presenting one or more keywords to the learner in a contextual presentation;

requesting the learner to memorize the keywords for one or more times in view of the contextual presentation;

presenting the contextual presentation to the learner with one or more selected keywords missing therefrom, the missing keywords being expected to be filled in by the learner to complete the contextual presentation so as to prove that the learner has learned and memorized the keywords;

monitoring each character of the keyword provided by the learner;

evaluating each character in real time as the character is being provided; and

providing a visual feedback to the learner indicating incorrectness of the provided character.

12. The method of claim 11 further comprising, if a first character is evaluated to be incorrect, prohibiting the learner from providing a second character subsequent to the first character.

13. The method of claim 11 further comprising hinting the learner by providing a starting character of one or more selected keywords in the contextual presentation if the learner can not recall the keywords and chooses to ask for a hint.

14. The method of claim 13 further comprising hinting the learner by providing one or more additional characters of the one or more selected keywords.

15.    The method of claim 13 further comprising allowing the learner to identify one or more keywords for receiving a hint thereof if the learner can not recall the identified keywords.

16.    The method of claim 15 further comprising hinting the learner by providing one or more characters of one or more identified keywords.

17.    The method of claim 11 wherein the providing a visual feedback includes highlighting the provided character that is evaluated to be incorrect.

18.    A computer program for training a learner to learn and memorize at least one unfamiliar learning entity, the learning entity having one or more learning elements, the program comprising instructions:

presenting one or more unfamiliar learning entities to the learner in a contextual presentation;

requesting the learner to memorize the unfamiliar learning entities for one or more times in view of the contextual presentation;

presenting the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being expected to be filled in by the learner to complete the contextual presentation so as to prove that the learner has memorized the learning entities;

monitoring each learning element of the learning entity provided by the learner;

evaluating each learning element in response to the learning element provided by the learner before the learner completes each learning entity; and

providing a visual feedback in real time to the learner indicating

incorrectness of the provided learning element.

19.     The program of claim 18 further comprising instructions for prohibiting the learner from providing a second learning element subsequent to the first learning element if a first learning element is evaluated to be incorrect.

20.     The program of claim 18 further comprising instructions for hinting the learner by providing a starting learning element of one or more selected learning entities in the contextual presentation if the learner can not recall the learning entities and chooses to ask for a hint.

21.     The  program of claim 20 further comprising instructions for hinting the learner by providing one or more additional learning elements of the one or more selected learning entities.

22.     The program of claim 18 further comprising instructions for allowing the learner to identify one or more learning entities for receiving a hint thereof if the learner can not recall the identified learning entities.

23.     The program of claim 18 wherein the instructions for providing a visual feedback includes instructions for highlighting the provided learning element that is evaluated to be incorrect.

24.     The program of claim 18 wherein the contextual presentation is in a question and answer form in which the learning entities are in the answer.

25.     A method for training a learner to learn and memorize one or more unfamiliar learning entities, the learning entity having one or more learning elements, the method comprising:

presenting one or more unfamiliar learning entities to the learner in a contextual presentation of a question-answer form;

requesting the learner to type the unfamiliar learning entities for one or more times in view of the contextual presentation;

presenting the contextual presentation to the learner with one or more selected learning entities missing therefrom, the missing learning entities being expected to be filled in by the learner to complete the contextual presentation so as to prove that the learner has memorized the learning entities;

monitoring each learning element of the learning entity provided by the learner;

evaluating each learning element in response to the learning element provided by the learner before the learner completes each learning entity;

if a first learning element is evaluated to be incorrect, prohibiting the learner from providing a second learning element following the first learning element;

if the learner can not recall the learning entities and chooses to ask for a hint, hinting the learner in a first round by providing a starting learning element of one or more selected learning entities in the contextual presentation; and

hinting the learner in a second round by providing one or more additional learning elements of the one or more selected learning entities.

26. The method of claim 25 wherein the learning entity is a word and the learning element is a character.

27. The method of claim 25 wherein the learning entity is a alphanumerical group and the learning element is an alphabet, a numeral, or a symbol.